Warband Building and Scenarios

The *Blood War*™ set is designed for Limited-format play using 200-point warbands. When playing Out Of The Box scenarios or in draft formats, each player should have two *Blood War* Booster Packs and build warbands of up to 200 points.

Epic Creatures

The *Blood War* set can be played using two formats: warbands of 200 or 500 points. Seven creatures have two skirmish stat cards: One card provides information for using the creature in a 200-point warband, and the other card, printed in blue, provides stats for the more powerful ("epic") version of the creature for use in a 500-point warband. The 200-point-play card has D&D roleplaying stats on the reverse, and the epic card has a large illustration of the creature on the reverse.

Constructed Play: Epic versions of creatures are not legal in 200-point skirmishes. In 500-point Epic skirmishes, creatures of any cost are legal, and you can choose between a creature's standard or epic stats and point cost. You could even build a 500-point warband including standard and epic versions of the same non-Unique creature, so long as you clearly mark which is which and inform your opponent.

Limited Play: Epic creatures from this set cannot be used in 200-point play.

RPGA Statistics

Three *Blood War* creatures—Elf Warmage, Half-Orc Spy, and Soulknife Infiltrator—have statistics for 1st-level player characters on the D&D roleplaying stats side of the card rather than the higher-level characters of the skirmish side. These characters are official and approved for use in the RPGA® Xen'drik Expeditions campaign. Complete character sheets for these characters and others are available on the RPGA website (**www.rpga.com**).

Special Ability and Spell Clarifications

New rules and clarifications that directly affect the *Blood War* set are summarized here.

Bleed: This effect ends when a creature gains hit points for any reason, not just healing.

Electricity Link: A creature with this ability may even use its electricity link with enemy Bluespawn Stormlizards.

ENERGY Healing: A creature gains the benefit of this ability after any nonenergy damage from an attack is applied. Thus, if a creature with Fire Healing 5 has 5 hit points left and is damaged by a Phoera's melee attack (5 damage +5 fire damage), it still dies. The healing ability never activates because the creature dies from the Phoera's normal damage first.

Fiery Tail: A creature can take damage from this ability just once per turn, even if it takes up multiple squares or if the creature using this ability moves over it more than once in a given turn.

Fiery Trample: This ability works just like the Trample ability, except it deals fire damage.

Invisibility Sphere: A creature affected by this spell also ends the effect on itself if it uses any ability that "replaces attacks."

Magic Drain: A creature affected by this ability loses the ability to ignore DR. The affected creature can still gain bonuses to attack from spells (such as *magic weapon*) or terrain (such as from a sacred circle) that would normally also allow the creature to ignore DR.

Mighty Attack: This ability works like the Smite ability, except that you can declare its use after you determine whether or not you hit with an attack.

Mounted Melee Attack: A creature with this ability can move up to twice its Speed and still make a single melee attack during its turn. It has no additional effect when the creature charges. If the creature also has Flight, its movement beyond the first square does not provoke attacks of opportunity when it uses Mounted Melee Attack.

Retributive Strike: A creature with this ability makes its Retributive Strike attack when an attack is declared against it and before that attack is resolved. This means that a creature with this ability might kill an attacker before it deals damage.

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